

Method and Apparatus for Animation of an Object on a Display

Abstract

A method and apparatus for animation of an object. The invention includes communication destination matrixes used for project source and destination vertex arrays of, source and destination objects from an original space to an ortho-normal space. At a receiver (200), a control system (210) transforms zero-mean of source and destination vertex arrays using, respectively, the source and destination projection matrixes. Control system (210) computes an interim vertex array in the ortho-normal space based on a linear interpolation of the transformed source and destination vertex arrays, and an interim projection matrix based on a linear interpolation of the source and destination projection matrixes. Control system (210) transforms the interim vertex array from the ortho-normal space to the original space based on the interim projection matrix. A display (250) displays an interim object based on the interim vertex array in an animation of the object.